

ABSTRACT OF THE DISCLOSURE

A program execution system has a program execution device which has a controller operated by a user and a display on which images such as characters or players in the game are seen. In order to prevent an incorrect movement of a character on the screen of the monitor when switching from one scene viewed from one camera viewpoint to another scene viewed from another camera viewpoint without additional steps by the user, the program execution system has a computer-readable and executable program recorded on a recorded medium and providing a character motion direction step by which, if along the motion of a character on the screen a switching is made from one scene to another, the direction of motion of the character in the second scene is maintained in coordination with the character's motion direction on a map in the first scene at least immediately before the switching.